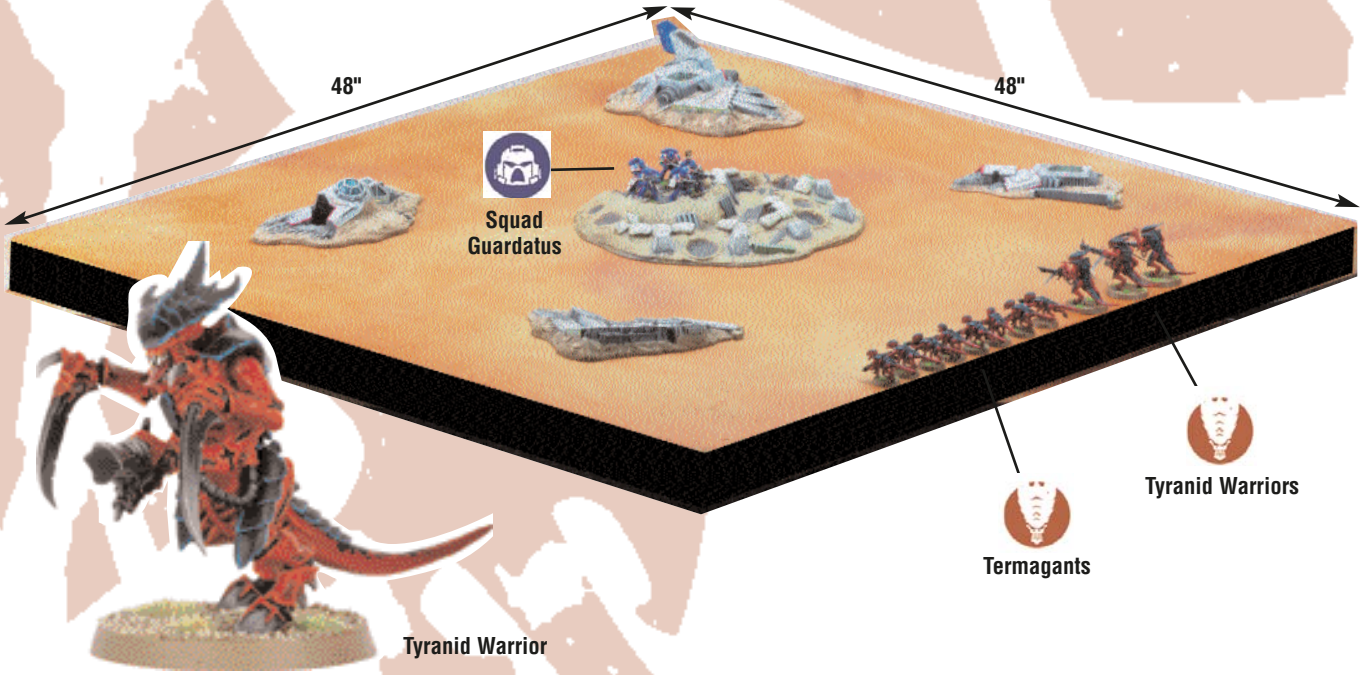
MISSION 8
ENTER THE WARRIOR

The terrible space battle fought between the Ultramar fleet and the Tyranid hive fleet ended with shocking losses for the Ultramarines. However, the strength of the Tyranid invasion force was broken above the planet of Macragge and hive ships burned apart under the intense fire of the Imperial fleet. While the Tyranid forces were annihilated in space, they still rampaged on the surface of Macragge. Swarming over the beleaguered planetary defences, they crushed the defenders with their matchless numbers. Urgently, Marneus Calgar ordered all available forces to make haste to the planet's surface and relieve the doomed defenders. The 3rd and 7th Companies of the Ultramarines Chapter reacted immediately and in force, sending their hardened warriors racing towards the planet's surface in howling Thunderhawk gunships. They were not alone, however, for every able-bodied warrior of the Ultramarines joined the attack, including the brave 2nd Company. Desperate to aid their doomed brethren, all units that could be spared boarded drop pods and plummeted towards the planet and whatever fate awaited them. Squad Guardatus was among them, and they were given a simple-but-deadly mission. Hold the line at all costs.

The Tyranid Warriors are quick to reach the Space Marines' defences



OBJECTIVE

Ultramarines win: If there are any Ultramarines models alive at the end of the game.

Tyranids win: If Squad Guardatus is wiped out.

Game Length: The game lasts for 6 turns.

FORCES

Ultramarines Squad Guardatus – Four bolters, one flamer.

Tyranids
8 Termagants
1 Tyranid Warrior with venom cannon
1 Tyranid Warrior with deathspitter
1 Tyranid Warrior with devourer

SET-UP

See the diagram to see how to set up the scenery. In the centre of the board, mark out an area that is 6"x6". Squad Guardatus deploys within this area. Feel free to make or use any terrain that fits in this area – it's supposed to represent a temporary fortification for the Space Marines to defend. The 40K Ruined Buildings scenery set (available from Games Workshop) would work well here. Deploy the Termagant brood and the Tyranid Warrior brood touching the approximate centre of one board edge. We have used a piece of manufactured scenery to represent a bunker from which the Ultramarines can make their stand.

ULTRAMARINES RULES

Move: The Ultramarines may move as described in Mission 2, with the following restrictions: all movement within the ruins counts as being in difficult terrain. Therefore, the Ultramarines must roll 2D6, and the highest result indicates their maximum move in inches that turn. However, the Ultramarines are making a desperate last stand in the relative safety of the ruins and may not leave them for any reason.

Shoot: Squad Guardatus may shoot as described in Mission 2, Termagants are affected as described in Mission 5. Bolters and flamers will wound Tyranid Warriors on the score of 4+. Tyranid Warriors will not get an Armour Save against these weapons.

Tyranids may make a cover save (see Mission 5 for cover save rules) to protect them from bolters if they are touching wreckage or the ruins, but remember – cover offers no protection from the flamer!

Assault: Squad Guardatus may assault as described in Mission 5, providing their assault move does not take them outside of the ruins.

TYRANIDS RULES

Termagants: The Termagant brood moves, shoots, and assaults as described in Mission 5.

Tyranid Warriors: Tyranid Warriors are huge, bioengineered monsters that are capable of ripping a man apart with nothing but their fangs and claws. Each time a Tyranid Warrior brood suffers 2 Wounds, one of the Tyranids in that brood is removed as a casualty. The model to be removed is chosen by the Tyranid player.

Players should place a counter or D6 next to the Tyranid Warrior brood to remind them that the brood has suffered a wound.

Move: Tyranids may move up to 6" each turn. If they wish to move across difficult terrain, they must roll 2D6, taking the highest score as their maximum move that turn.

Shoot: The Termagants may shoot as normal. Space Marines are affected as described in Mission 5.

A venom cannon is the most powerful ranged weapon a Tyranid Warrior can wield. A Tyranid Warrior may fire its venom cannon once per turn. Whether the Tyranid Warrior has moved or not, it has a range of 36". Tyranid Warriors need a score of 4+ to hit when shooting. If the venom cannon hits, place the Large Blast Marker over the target model. Determine who is hit in the same way described in Mission 1. Space Marines hit by the venom cannon are wounded on the roll of 2+. They may make armour saves against wounds from a venom cannon as described in Mission 5.

Of all the ranged weapons Tyranid Warriors employ, deathspitters are probably the most common. Deathspitters may fire once per turn whether the Tyranid Warrior moved or not and have a range of 18". Tyranid Warriors need a score of 4+ to hit when shooting deathspitters. Space Marines hit by a deathspitter are wounded on the roll of a 2+. Space Marines may make armour saves against wounds from a deathspitter as described in Mission 5.

The devourer is a deadly, short-ranged weapon often wielded by Tyranid Warriors. A Tyranid Warrior may fire two shots from its devourer whether it moved or not. The range of a Devourer is 12". Tyranid Warriors need a score of 4+ to hit when shooting. Space Marines hit by a devourer are wounded on the roll of a 4+. Space Marines may make armour saves against wounds from a devourer as described in Mission 5.

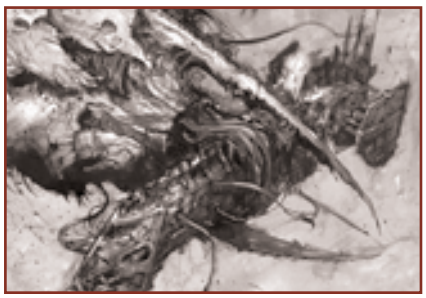
Venom cannon - The venom cannon is a massive, powerful bio-weapon that fires salvoes of highly corrosive poison crystals encrusted with a metallic residue. The symbiote fires with an electrostatic charge to accelerate its deadly ammunition to supersonic speeds. A target struck by the venom cannon is either killed by the impact and blast of electrical energy or by corrosive fragments from the poison crystals when they shatter. Even vehicle armor can be penetrated by the crystals, leading to poisoned crew members and shattered equipment. See the Shoot rule below for specifics on this weapon.

Deathspitter - A complex, multi-creature symbiote that launches a highly corrosive, maggot-like organism with a powerful muscle spasm. Wherever the creature strikes, gobs of volatile fluid are splattered across a wide area that sear exposed flesh and melt through armor with equal vigor. See the Shoot rule below for specifics on this weapon.

Devourer - The aptly named devourer is a conical lump of flesh infested by writhing, worm-like organisms with black, shiny heads. When the weapon is triggered, a bio-electrical jolt hurls a shower of flesh-worms at the target – they immediately start burrowing inside the victim's body. A creature infested by flesh-worms is driven mad with agony as they eat their way through its nervous system to the brain and then devour it. See the Shoot rule below for specifics on this weapon.

Assault: Tyranid Warriors are terrifying in assault. They bring their deadly skill and bulk to bear on their victims with startling efficiency. Tyranid Warriors may assault in the same turn as they fire their weapons. Tyranid Warriors move 6" when they assault and get 2 Attacks – these Attacks are increased to 3 if they charge. Tyranid Warriors strike before Space Marines and hit on a 3+. Each hit will wound a Space Marine on the roll of a 3+. Space Marines may make armour saves against wounds inflicted by Tyranids in an assault as described in Mission 5. Any Space Marines that remain may strike back, hitting Tyranid Warriors on a 4+ and wounding on a 4+. Tyranid Warriors may make armour saves against wounds inflicted by Space Marines in assault, saving on a 5+.

Endless horde: The Tyranids on the surface of Macragge are without number. Whenever a Tyranid Warrior brood or Termagant brood is wiped out, it may re-enter play at the end of the next Tyranid player turn. Simply place the brood in contact with its starting edge – it is ready for action in the next Tyranid turn.



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